
AMIGOS DEL
AMSTRAD
AÑO II
N.º 7
295 PTS.
FANTASMA - BI-LASER
NEVERA - PASILLO MORTAL
TRANS-SPAIN - GALAXIA 2001
UFOS BATTLE - LA CHARCA
CUERPO HUMANO
PREGUNTAS - TRAGABOLAS



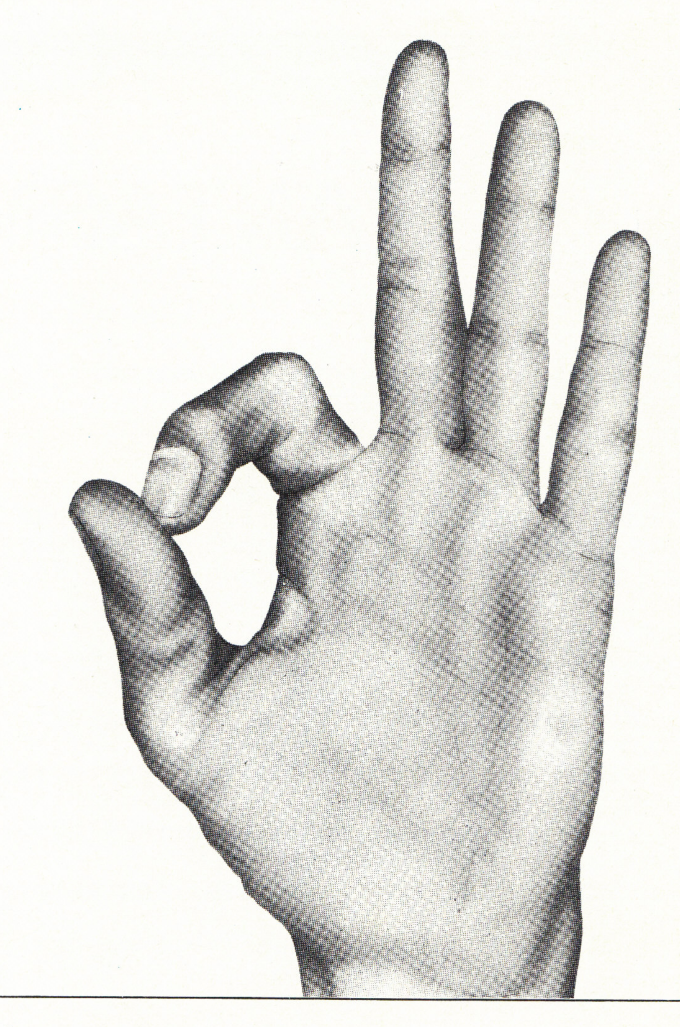
N.º 15 690 Ptas.

AMSTRAD

LASER

AMIGOS DEL
AMSTRAD

SUMARIO



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EXPLICACION DE LOS PROGRAMAS

FANTASMA

```
10 CLEAR
20 REM &&&&&&&& PRESENTACION &&&&&&&&
30 MODE 0:INK 0,0:BORDER 0
40 INK 1,3
50 CLS
60 LOCATE 3,6:PRINT"F A N T A S M A"
70 SOUND 1,568,20,7:SOUND 1,638,20,7:SOUND 1,568,150,7:SOUND 1,758,40,7:SOUND 1,
716,40,7:SOUND 1,758,40,7:SOUND 1,851,40,7:SOUND 1,9
56,40,7:SOUND 1,902,170,7:SOUND 1,851,170,7
80 FOR X=1 TO 700:NEXT
90 FOR SA1=1 TO 18
100 LOCATE 4,SA1:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA1
110 FOR SA2=1 TO 24
120 LOCATE 16,SA2:PRINT CHR$(133):FOR RET=1 TO 200:NEXT RET:NEXT SA2
130 FOR SA3=1 TO 13
140 LOCATE 12,SA3:PRINT CHR$(133):FOR RET=1 TO 200:NEXT RET:NEXT SA3
150 FOR SA4=1 TO 7
160 LOCATE 19,SA4:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA4
170 FOR SA5=1 TO 20
180 LOCATE 8,SA5:PRINT CHR$(138):FOR RET=1 TO 200:NEXT RET:NEXT SA5
190 FOR SA6=1 TO 15
200 LOCATE 14,SA6:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA6
```

```
210 CO=0
220 X=INT(RND(1)*20)
230 Y=INT(RND(1)*24)
240 IF (Y>24 OR Y<1) OR (X>20 OR X<1) THEN 220
250 LOCATE X,Y:PRINT CHR$(143)
260 SOUND 1,Y,X:SOUND 1,CO,Y
270 CO=CO+1
280 IF CO>200 THEN 300
290 GOTO 220
300 MODE 1
310 INK 0,1:INK 1,16:CLS
320 REM &&&&&& INSTRUCCIONES &&&&&
330 LOCATE 12,3:PRINT"F A N T A S M A"
340 LOCATE 12,4:PRINT"==============="
350 LOCATE 1,6:PRINT"Te encuentras en un oscuro bosque de las tierras del mas al
la, y delante de ti se planta una casa plagada de fa
ntasmas horribles que quieren volverte loco."
360 PRINT"Con la ayuda de tu tirachinas debes intentar acabar con ellos en un ti
empo limite, o de lo contrario te veras perdido."
370 PRINT:PRINT"           4          5          6"
380 PRINT"          ";CHR$(241);"          ";CHR$(241);"          ";CHR$(241)

390 PRINT "       VENTANA    VENTANA    VENTANA"
400 PRINT "      IZQUIERDA   CENTRAL    DERECHA"
410 PRINT:PRINT"           1          2          3"
420 PRINT"          ";CHR$(241);"          ";CHR$(241);"          ";CHR$(241)
430 PRINT "        PUERTA     PUERTA     PUERTA"
440 PRINT "      IZQUIERDA   CENTRAL    DERECHA"
450 PEN 3:LOCATE 13,24:PRINT"PULSA UNA TECLA"
460 F$=INKEY$
470 IF F$="" THEN 460 ELSE 480
480 MODE 0
490 PAPER 5:BORDER 1:INK 1,26:CLS
500 TIEMPO=0

510 REM ====== FANTASMAS ======
520 REM ===MARCEL RISQUES 85===
530 REM ======================
540 REM &&&&&&&& ESTRELLAS &&&&&&&&
550 A=0
560 ESTREX=INT(RND(1)*640):ESTREY=INT(RND(1)*400)
570 PLOT ESTREX,ESTREY:A=A+1
580 IF A=100 THEN 600
590 GOTO 560
600 REM &&&&&&&&& CASA &&&&&&&&&&
610 FOR XCASA=4 TO 17
620 FOR YCASA=7 TO 17
630 PEN 3:LOCATE XCASA,YCASA:PRINT CHR$(143):NEXT:NEXT

640 REM &&&&&&&&&& SUELO &&&&&&&&&&
650 FOR SUEX=1 TO 20:FOR SUEY=18 TO 25
660 PEN 9:LOCATE SUEX,SUEY:PRINT CHR$(127):NEXT:NEXT

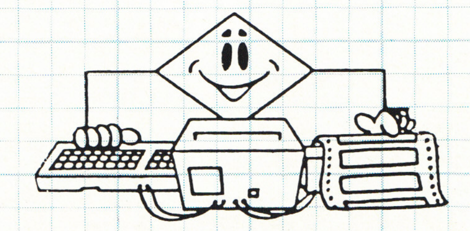
670 REM &&&&&&&&&& VENTANAS &&&&&&&&&&&
680 SOUND 1,18,10,5:SOUND 1,1000,4:SOUND 1,200,12,7:SOUND 1,100,18,4
```

```
690 X=0:PEN 8:LOCATE 5,9:PRINT CHR$(131):LOCATE 6,9:PRINT CHR$(131):LOCATE 5,10:
PRINT CHR$(140):LOCATE 6,10:PRINT CHR$(140)
700 LOCATE 10,9:PRINT CHR$(131):LOCATE 11,9:PRINT CHR$(131):LOCATE 10,10:PRINT C
HR$(140):LOCATE 11,10:PRINT CHR$(140)
710 LOCATE 15,9:PRINT CHR$(131):LOCATE 16,9:PRINT CHR$(131):LOCATE 15,10:PRINT C
HR$(140):LOCATE 16,10:PRINT CHR$(140)
720 REM &&&&&&&&&&& PUERTAS &&&&&&&&&&&
730 FOR YPUERTAS=14 TO 16
740 LOCATE 6,YPUERTAS:PRINT CHR$(206):LOCATE 7,YPUERTAS:PRINT CHR$(206)
750 LOCATE 10,YPUERTAS:PRINT CHR$(206):LOCATE 11,YPUERTAS:PRINT CHR$(206)
760 LOCATE 14,YPUERTAS:PRINT CHR$(206):LOCATE 15,YPUERTAS:PRINT CHR$(206):NEXT

770 REM &&&&&&&&&& LUNA &&&&&&&&&&&&
780 PEN 2:LOCATE 2,2:PRINT CHR$(214):LOCATE 2,3:PRINT CHR$(143):LOCATE 2,4:PRINT
 CHR$(213):LOCATE 3,2:PRINT CHR$(212):LOCATE 3,4:PRI
NT CHR$(215)
790 REM &&&&&&&&&&&&FANTASMAS&&&&&&&&&&
800 PEN 4
810  FAN=INT(RND(1)*6+1)
820 IF FAN<1 OR FAN>6 THEN 810
830 IF FAN=1 THEN LOCATE 5,10:PRINT CHR$(224):FOR TI=1 TO 320:X=1:NEXT:GOTO 890
840 IF FAN=2 THEN LOCATE 11,10:PRINT CHR$(224):FOR TI=1 TO 320:X=2:NEXT:GOTO 890
850 IF FAN=3 THEN LOCATE 15,10:PRINT CHR$(224):FOR TI=1 TO 320:X=3:NEXT:GOTO 890
860 IF FAN=4 THEN LOCATE 7,15:PRINT CHR$(224):LOCATE 7,16:PRINT CHR$(253):FOR TI
=1 TO 320:X=4:NEXT:GOTO 890
870 IF FAN=5 THEN LOCATE 10,15:PRINT CHR$(224):LOCATE 10,16:PRINT CHR$(253):FOR
TI=1 TO 320:X=5:NEXT:X=1:GOTO 890
880 IF FAN=6 THEN LOCATE 15,15:PRINT CHR$(224):LOCATE 15,16:PRINT CHR$(253):FOR
TI=1 TO 320:X=6:NEXT:GOTO 890
890 REM &&&&&&&&&& DISPAROS &&&&&&&&&&
900 A$=INKEY$:IF A$="4" AND X=1 THEN LOCATE 5,10:PRINT CHR$(225):FOR TI=1 TO 300
:NEXT:LOCATE 5,10:PRINT CHR$(238):SOUND 1,50,20:PUNT
OS=PUNTOS+1:GOTO 670
910 A$=INKEY$:IF A$="5" AND X=2 THEN LOCATE 11,10:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 11,10:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
920 A$=INKEY$:IF A$="6" AND X=3 THEN LOCATE 15,10:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 15,10:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
930 A$=INKEY$:IF A$="1" AND X=4 THEN LOCATE 7,15:PRINT CHR$(225):FOR TI=1 TO 300
:NEXT:LOCATE 7,15:PRINT CHR$(238):SOUND 1,50,20:PUNT
OS=PUNTOS+1:GOTO 670
940 A$=INKEY$:IF A$="2" AND X=5 THEN LOCATE 10,15:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 10,15:PRINT CHR$(238)SOUND 1,50,20:PUN
TOS=PUNTOS+1:GOTO 670
950 A$=INKEY$:IF A$="3" AND X=6 THEN LOCATE 15,15:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 15,15:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
960 REM &&&&&&&& MARCADOR &&&&&&&&
970 PEN 3
980 PEN 6:LOCATE 8,24:PRINT "PUNTOS: ";PUNTOS
990 REM &&&&&&&& TIEMPO &&&&&&&&
1000 TIEMPO=TIEMPO+1
1010 IF TIEMPO=40 THEN 1030
```



```
1020 GOTO 670
1030 REM &&&&&&& OTRA PARTIDA &&&&&&&
1040 CLS:PEN 12
1050 LOCATE 4,18:PRINT"PUNTUACION: ";PUNTOS
1060 LOCATE 3,8:PRINT"GRACIAS CAMPEON"
1070 LOCATE 2,25:PRINT"OTRA PARTIDA (S/N)"
1080 L$=INKEY$
1090 IF L$="S" OR L$="s"  THEN 10
1100 IF L$="N" OR L$="n" THEN MODE 1:PAPER 0:PEN 3
1110 IF  NOT (L$="S" OR L$="s") AND NOT (L$="N" OR L$="n")  THEN 1080
1120 IF L$="" THEN 1080
```

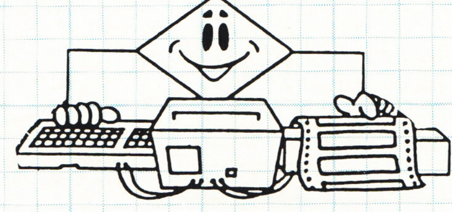


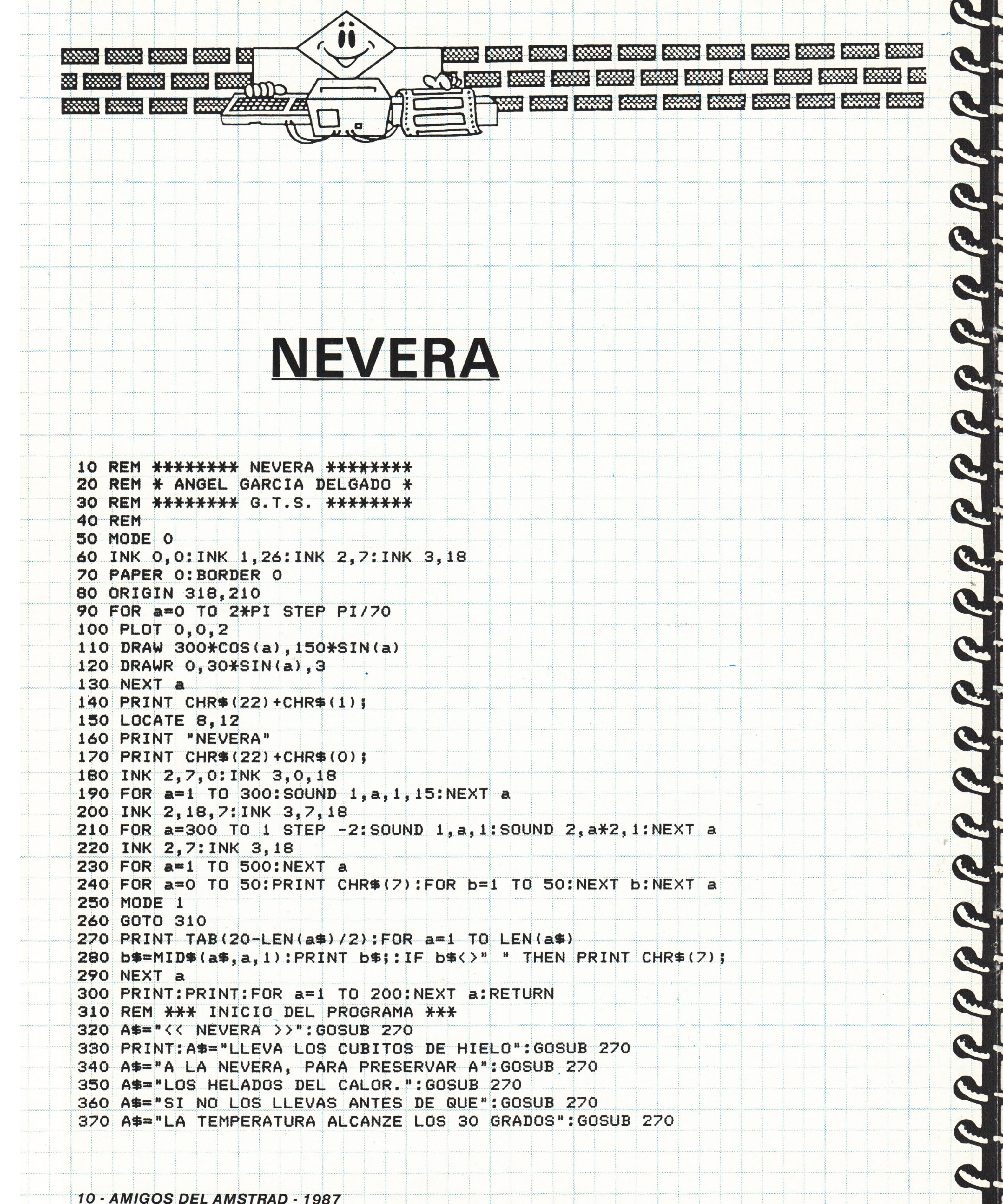


BI-LASER

```
10 REM ******* BI-LASER *******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
160 PRINT "BILASER"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< BI-LASER >>":GOSUB 270
330 PRINT:A$="TU MISION EN ESTE JUEGO CONSISTE":GOSUB 270
340 A$="EN HACER COINCIDIR LOS 2 RAYOS":GOSUB 270
350 A$="DISPARADOS POR SUS LASERS RESPECTIVOS":GOSUB 270
360 PRINT:A$="CONTROLES":GOSUB 270
370 A$="CURSOR <. DETIENE LASER IZQUIERDO":GOSUB 270
380 A$="CURSOR >. DETIENE LASER DERECHO":GOSUB 270
390 A$="SPACE. DISPARA AMBOS LASERS":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 GOSUB 770
430 INK 0,0:PAPER 0:BORDER 0:MODE 0
440 INK 1,26:INK 2,10:INK 4,24
450 PEN 2
460 FOR A=1 TO 25:PRINT STRING$(20,"e");:NEXT A
```

```
470 WINDOW #1,1,20,1,3
480 WINDOW 2,19,5,24:CLS
490 P=0:FA=0:GOSUB 740
500 X1=1+INT(RND*20):D1=1:X2=1+INT(RND*20):D2=-1
510 PEN 4:IF NOT INKEY(8) THEN 590
520 SOUND 1,100,1
530 LOCATE 1,X1:PRINT" "
540 X1=X1+D1
550 IF X1>19 THEN D1=-1
560 IF X1<2 THEN D1=1
570 LOCATE 1,X1:PRINT"a"
580 IF NOT INKEY(1) THEN 650
590 SOUND 2,50,1
600 LOCATE 18,X2:PRINT" ";
610 X2=X2+D2
620 IF X2>19 THEN D2=-1
630 IF X2<2 THEN D2=1
640 LOCATE 18,X2:PRINT"b";
650 IF INKEY(47)<>0 THEN 510
660 PEN 3:LOCATE 2,X1:PRINT"cccccccc":LOCATE 10,X2:PRINT"cccccccc";
670 ENT 1,100,10,1:ENT 2,1,0,2,100,10,1:SOUND 129,50,40,15,0,1:SOUND 130,50,40,1
5,0,2
680 IF X1<>X2 THEN FA=FA+1:GOSUB 740:GOTO 710
690 INK 3,18,6: ENT -1,4,3,1,8,-3,1,4,3,1,8,-3,1:SOUND 1,476,20,15,0,1,1:SOUND 1
,100,20,15,0,1,1:P=P+5:GOSUB 740: FOR Z=1 TO 30:NEXT
 Z
700 D1=1:D2=-1
710 LOCATE 2,X1:PRINT"          ":LOCATE 10,X2:PRINT"          ";
720 REM
730 GOTO 510
740 PEN #1,1:LOCATE #1,2,2:PRINT#1," PT:";P:LOCATE #1,13,2:PRINT#1," FA:";FA
750 IF FA>7 THEN 840
760 RETURN
770 SYMBOL AFTER 97
780 SYMBOL 97,192,240,252,255,255,252,240,192
790 SYMBOL 98,3,15,63,255,255,63,15,3
800 SYMBOL 99,0,0,0,126,126,0,0,0
810 SYMBOL 100,16,69,0,137,32,4,129,16
820 SYMBOL 101,255,129,189,165,165,189,129,255
830 RETURN
840 REM *** GAME OVER ***
850 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
860 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
870 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
880 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
890 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
900 FOR A=1 TO 50:A$=INKEY$:NEXT A
910 PEN 1
920 IF INKEY(60)=0 THEN RUN 250
930 IF INKEY(46)=0 THEN CALL 0
940 GOTO 920
```



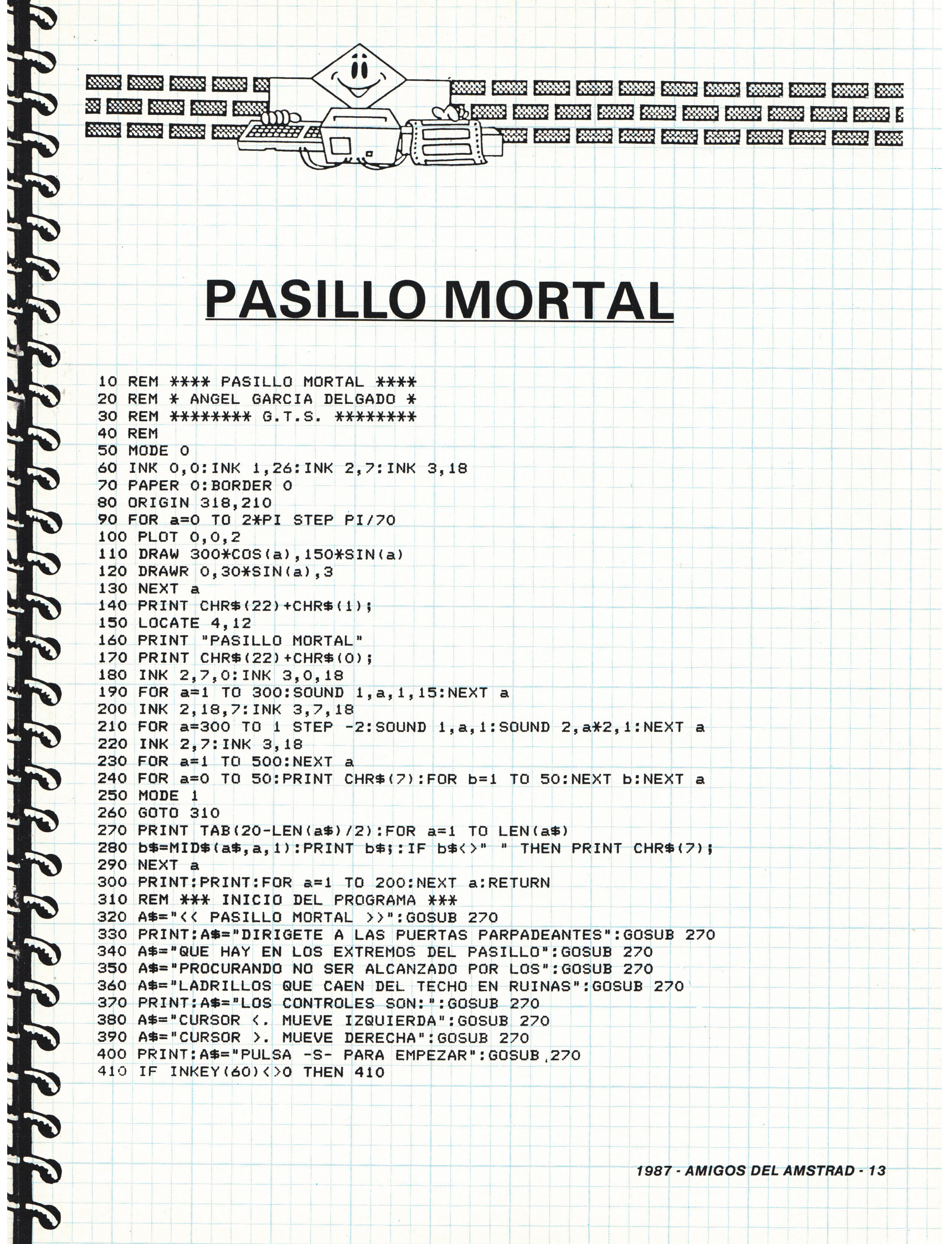


NEVERA

```
10 REM ******** NEVERA ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
160 PRINT "NEVERA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< NEVERA >>":GOSUB 270
330 PRINT:A$="LLEVA LOS CUBITOS DE HIELO":GOSUB 270
340 A$="A LA NEVERA, PARA PRESERVAR A":GOSUB 270
350 A$="LOS HELADOS DEL CALOR.":GOSUB 270
360 A$="SI NO LOS LLEVAS ANTES DE QUE":GOSUB 270
370 A$="LA TEMPERATURA ALCANZE LOS 30 GRADOS":GOSUB 270
```

```
380 A$="TU NEGOCIO SE ARRUINARA.":GOSUB 270
390 PRINT:A$="CONTROLES:":GOSUB 270
400 A$="Q. ARRIBA   A. ABAJO":GOSUB 270
410 A$="O. IZQUIERDA   P. DERECHA":GOSUB 270
420 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
430 IF INKEY(60)<>0 THEN 430
440 GOSUB 820
450 P=0:N=5
460 X=12:Y=20:XB=X:YB=Y
470 ENT 1,20,-1,1
480 INK 0,26:PAPER 0:BORDER 26
490 INK 1,2:INK 2,6:INK 3,20
500 MODE 1:WINDOW #1,1,11,18,24
510 PAPER #1,3:PEN #1,1
520 PRINT#1,"miiiiiiiigj         fhj          hj  FRAMY  hj          hlnnn
nnnnnnk";
530 PEN 2:LOCATE 10,17:PRINT"n"
540 PEN #1,2:LOCATE #1,2,2:PRINT #1,"HELADOS"
550 PEN 1:LOCATE 2,2:PRINT"a":FOR A=1 TO 7:PRINT" b":NEXT A:PRINT" d":PR
INT" c"
560 PRINT:PRINT"PUNTOS"
570 B=0:PRINT CHR$(22);CHR$(1):FOR A=9 TO 2 STEP -2:LOCATE 2,A:PRINT B:B
=B+10:NEXT A:PRINT CHR$(22);CHR$(0)
580 GOSUB 750
590 LL=0:CO=0:C=0:T=244
600 FOR A=200 TO 0 STEP -2:SOUND 1,A,1,15,0,1:NEXT A
610 GOSUB 760
620 IF INKEY(67)=0 THEN X=X-1:IF X<1 THEN X=1
630 IF INKEY(69)=0 THEN X=X+1:IF X>24 THEN X=24
640 IF INKEY(34)=0 THEN Y=Y-1:IF Y<8 THEN Y=8
650 IF INKEY(27)=0 THEN Y=Y+1:IF Y>40 THEN Y=40
660 LOCATE Y,X:CALL 30000:B=PEEK(29999)
670 IF LL=1 THEN IF B=101 THEN SOUND 2,500,1:X=XB:Y=YB
680 IF LL=0 THEN IF B=101 THEN SOUND 1,100,10,10,0,1:LL=1:P=P+5
690 IF B>102 AND B<111 THEN SOUND 2,800,1:X=XB:Y=YB
700 IF X=16 THEN IF Y=10 AND LL=1 THEN PAPER 3:PEN 1:LOCATE 10,17:PRINT"
e":FOR A=100 TO 200 STEP 10:SOUND 1,A,1,15:NEXT A:PAPER 0:PEN 2:LOCATE 1
0,17:PRINT"n":P=P+10:GOSUB 750:PEN 1:LL=0:CO=CO+1:IF CO>=N THEN N=N+5:GO
TO 480
710 LOCATE YB,XB:PRINT" ":LOCATE Y,X:PRINT"f"
720 XB=X:YB=Y
730 C=C+1:IF C>3 THEN PLOT 23,T,2:T=T+1:C=0:IF T>376 THEN GOTO 1020
740 GOTO 620
750 PEN 2:LOCATE 1,15:PRINT P:RETURN
760 PAPER 3:PEN 1:FOR A=1 TO N
770 XX=1+INT(RND*23):YY=12+INT(RND*27):LOCATE YY,XX
780 CALL 30000:B=PEEK(29999):IF B<>32 THEN GOTO 770
790 LOCATE YY,XX:PRINT"e"
800 NEXT A:PAPER 0
810 RETURN
820 REM * CODE SCREEN$ * GRAFICOS *
830 DATA 205,96,187,50,47,117,201
840 RESTORE 830
850 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
860 SYMBOL AFTER 97
870 SYMBOL 97,56,124,124,108,68,68,76,68
880 SYMBOL 98,68,68,76,68,68,68,76,68
```

```
890 SYMBOL 99,56,56,92,190,190,190,206,124
900 SYMBOL 100,68,68,76,68,68,108,124,56
910 SYMBOL 101,126,129,133,133,133,185,129,126
920 SYMBOL 102,126,255,153,153,255,129,195,126
930 SYMBOL 103,255,1,93,5,5,1,5,1
940 SYMBOL 104,1,5,1,5,1,1,5,1
950 SYMBOL 105,255,0,82,0,0,0,0,0
960 SYMBOL 106,128,160,128,128,160,128,160,128
970 SYMBOL 107,1,5,1,5,5,93,1,255
980 SYMBOL 108,128,160,128,160,160,186,128,255
990 SYMBOL 109,255,128,186,160,160,128,160,128
1000 SYMBOL 110,0,0,0,0,0,0,129,255
1010 RETURN
1020 GOTO 1030
1030 REM *** GAME OVER ***
1040 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:
NEXT A
1050 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1060 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1070 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
1080 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1090 FOR A=1 TO 50:A$=INKEY$:NEXT A
1100 PEN 1
1110 IF INKEY(60)=0 THEN RUN 250
1120 IF INKEY(46)=0 THEN CALL 0
1130 GOTO 1110
```



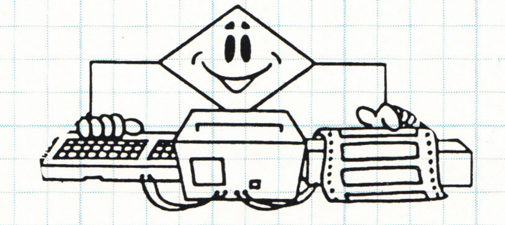
PASILLO MORTAL

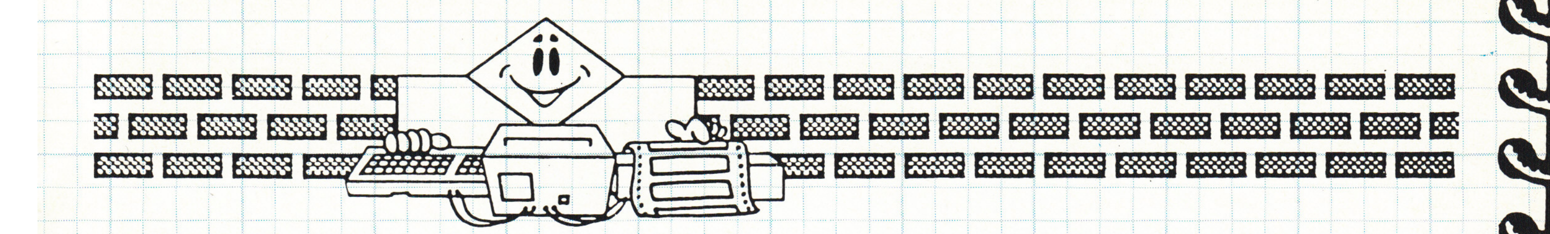
```
10 REM **** PASILLO MORTAL ****
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 4,12
160 PRINT "PASILLO MORTAL"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< PASILLO MORTAL >>":GOSUB 270
330 PRINT:A$="DIRIGETE A LAS PUERTAS PARPADEANTES":GOSUB 270
340 A$="QUE HAY EN LOS EXTREMOS DEL PASILLO":GOSUB 270
350 A$="PROCURANDO NO SER ALCANZADO POR LOS":GOSUB 270
360 A$="LADRILLOS QUE CAEN DEL TECHO EN RUINAS":GOSUB 270
370 PRINT:A$="LOS CONTROLES SON:":GOSUB 270
380 A$="CURSOR <. MUEVE IZQUIERDA":GOSUB 270
390 A$="CURSOR >. MUEVE DERECHA":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
```

```
420 GOSUB 830
430 INK 0,0:BORDER 0
440 PAPER 0:INK 1,26:INK 2,6:INK 3,15,1
450 MODE 1
460 PEN 2
470 PAPER 1:PRINT STRING$(40,99);:FOR A=2 TO 18:LOCATE 1,A:PRINT"c":LOCA
TE 40,A:PRINT"c";:NEXT A
480 PRINT STRING$(40,99);
490 PAPER 0
500 WINDOW 2,39,2,19
510 WINDOW #1,2,39,21,25:PAPER #1,2:PEN #1,1:CLS#1
520 P=0:V=3:GOSUB 810
530 DIM L(38)
540 FOR A=1 TO 38
550 B=1+INT(RND*15):PEN 2:LOCATE A,B:PRINT"c":L(A)=B
560 NEXT A
570 Y=1
580 D=2:GOSUB 700
590 A$="a":B$="b"
600 IF NOT INKEY(8) THEN Y=Y-1:A$="f":B$="g":IF Y<1 THEN Y=1:IF D=1 THEN
 GOSUB 690
610 IF NOT INKEY(1) THEN Y=Y+1:A$="a":B$="b":IF Y>38 THEN Y=38:IF D=2 TH
EN GOSUB 690
620 PEN 1:LOCATE Y,16:PRINT A$:LOCATE Y,17:PRINT B$;
630 N=1+INT(RND*38)
640 LOCATE N,L(N):PRINT" ":PEN 2:L(N)=L(N)+1:IF L(N)>17 THEN L(N)=1:SOUN
D 1,50,1,10,0,0,31
650 LOCATE N,L(N):PRINT"c";
660 IF L(Y)>15 THEN GOSUB 770
670 LOCATE Y,16:PRINT " ":LOCATE Y,17:PRINT " "
680 GOTO 600
690 FOR A=100 TO 0 STEP -1:SOUND 1,A,1:NEXT A:D=3-D:P=P+125:GOSUB 810
700 PAPER #2,1:PEN #2,2:PAPER #3,0:PEN #3,3
710 ON D GOSUB 750,730
720 RETURN
730 LOCATE #2,1,17:PRINT#2,"c":PRINT#2,"c":LOCATE #3,40,17
740 PRINT#3,"d":LOCATE #3,40,18:PRINT#3,"e":RETURN
750 LOCATE #2,40,17:PRINT#2,"c":LOCATE #2,40,18:PRINT#2,"c":LOCATE #3,1,
17
760 PRINT#3,"d":LOCATE #3,1,18:PRINT#3,"e":RETURN
770 FOR A=100 TO 0 STEP -4:SOUND 4,A,1,10,0,0,31:NEXT A
780 L(Y)=1
790 V=V-1:GOSUB 810
800 RETURN
810 LOCATE #1,3,3:PRINT#1,"PUNTOS:";P;"            VIDAS:";V
820 IF V<1 THEN GOTO 920
830 SYMBOL AFTER 97
840 SYMBOL 97,60,126,52,62,60,24,44,44
850 SYMBOL 98,44,50,61,24,24,24,28,28
860 SYMBOL 99,0,127,127,127,0,247,247,247
870 SYMBOL 100,60,44,44,44,44,44,44,44
880 SYMBOL 101,172,236,172,44,44,44,44,60
890 SYMBOL 102,60,126,44,124,60,24,52,52
900 SYMBOL 103,52,76,188,24,24,24,56,56
910 RETURN
```



```
920 REM *** GAME OVER ***
930 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:N
EXT A
940 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
950 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
960 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#######";P
970 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
980 FOR A=1 TO 50:A$=INKEY$:NEXT A
990 PEN 1
1000 IF INKEY(60)=0 THEN RUN 250
1010 IF INKEY(46)=0 THEN CALL 0
1020 GOTO 1000
```



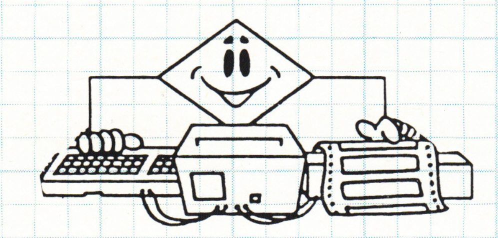


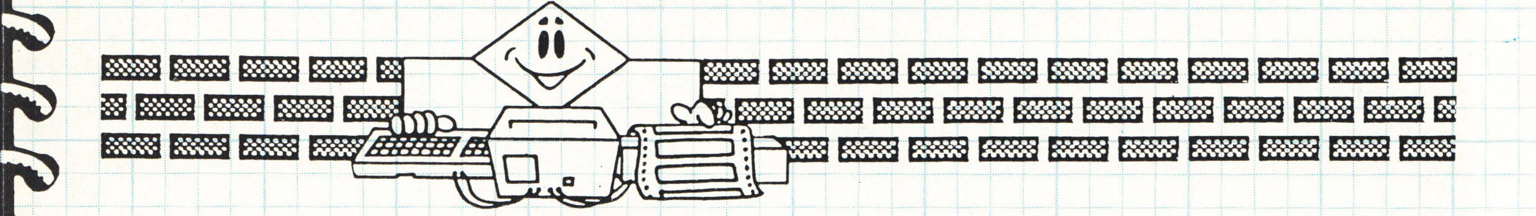
TRANS-SPAIN

```
10 REM ****** TRANS-SPAIN *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 GOSUB 820
60 MODE 0
70 INK 0,0:INK 1,26:INK 2,7:INK 3,18
80 PAPER 0:BORDER 0
90 ORIGIN 318,210
100 FOR a=0 TO 2*PI STEP PI/70
110 PLOT 0,0,2
120 DRAW 300*COS(a),150*SIN(a)
130 DRAWR 0,30*SIN(a),3
140 NEXT a
150 PRINT CHR$(22)+CHR$(1);
160 LOCATE 6,12
170 PRINT "TRANS-SPAIN"
180 PRINT CHR$(22)+CHR$(0);
190 INK 2,7,0:INK 3,0,18
200 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
210 INK 2,18,7:INK 3,7,18
220 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
230 INK 2,7:INK 3,18
240 FOR a=1 TO 500:NEXT a
250 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
260 MODE 1
270 GOTO 320
280 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
290 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
300 NEXT a
310 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
320 REM *** INICIO DEL PROGRAMA ***
330 A$="u  << TRANS-SPAIN >>  u":GOSUB 280
340 PRINT:A$="RECOGE LOS OBJETOS PARPADEANTES QUE":GOSUB 280
350 A$="ENCUENTRES EN LA PANTALLA":GOSUB 280
360 A$="PERO TENIENDO MUCHO CUIDADO DE":GOSUB 280
370 A$="NO CHOCAR CONTRA LOS OBSTACULOS":GOSUB 280
380 A$="YA QUE TE HARAN PERDER COMBUSTIBLE":GOSUB 280
390 PRINT:A$="CONTROLES:":GOSUB 280
```

```
400 A$="Q. ARRIBA     A. ABAJO":GOSUB 280
410 A$="O. IZQUIERDA     P. DERECHA":GOSUB 280
420 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 280
430 IF INKEY(60)<>0 THEN 430
440 P=0:F=200:ENT 1,40,-1,1:ENT 2,40,1,1
450 INK 0,22:BORDER 22:PAPER 0
460 INK 1,0:INK 2,12,3:INK 3,15
470 MODE 1
480 WINDOW 1,40,3,25:WINDOW #1,1,40,1,2
490 X=11:Y=20:D=1
500 GOSUB 690
510 XB=X:YB=Y
520 IF NOT INKEY(67) THEN D=3
530 IF NOT INKEY(69) THEN D=4
540 IF NOT INKEY(34) THEN D=1
550 IF NOT INKEY(27) THEN D=2
560 IF D=2 THEN Z$="b":Y=Y+1:IF Y>40 THEN Y=1:GOSUB 730
570 IF D=1 THEN Z$="b":Y=Y-1:IF Y<1 THEN Y=40:GOSUB 730
580 IF D=3 THEN Z$="a":X=X-1:IF X<1 THEN X=22:GOSUB 730
590 IF D=4 THEN Z$="a":X=X+1:IF X>22 THEN X=1:GOSUB 730
600 LOCATE Y,X:CALL 30000:C=PEEK(29999)
610 IF C>98 AND C<117 THEN INK 1,6,22:FOR A=100 TO 50 STEP -1:SOUND 4,A,5,15,0,0
,31:F=F-1:GOSUB 700:NEXT A:INK 1,0
620 IF C>116 AND C<122 THEN P=P+15:SOUND 1,100,20,15,0,1:GOSUB 690
630 IF C=122 THEN SOUND 1,50,20,15,0,2:F=F+50:GOSUB 690
640 PEN 1:LOCATE YB,XB:PRINT" ":LOCATE Y,X:PRINT Z$
650 XB=X:YB=Y
660 F=F-1:GOSUB 700
670 SOUND 2,50,1,12,0,0,31
680 GOTO 520
690 LOCATE #1,4,1:PRINT #1,"PUNTOS: ";P:LOCATE #1,27,1:PRINT #1,"FUEL: "
700 LOCATE #1,33,1:PRINT #1,F
710 IF F<1 THEN GOTO 1140
720 RETURN
730 CLS:INK 3,INT (RND*26)
740 C=99+INT(RND*17)
750 PEN 3:FOR A=1 TO 5+INT(RND*30)
760 XX=1+INT(RND*21):YY=1+INT(RND*39)
770 LOCATE YY,XX:PRINT CHR$(C)
780 NEXT A:SOUND 1,20,5
790 IF RND>0.6 THEN XX=1+INT(RND*21):YY=1+INT(RND*39):PEN 2:C=117+INT(RND*6):LOC
ATE YY,XX:PRINT CHR$(C)
800 IF RND>0.6 THEN XX=1+INT(RND*21):YY=1+INT(RND*39):PEN 2:LOCATE YY,XX:PRINT C
HR$(122)
810 RETURN
820 REM ** CODE SCREEN$ **
830 DATA 205,96,187,50,47,117,201
840 RESTORE 830
850 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
860 SYMBOL AFTER 97
870 SYMBOL 97,60,126,102,60,60,102,126,60
880 SYMBOL 98,0,102,255,219,219,255,102,0
890 SYMBOL 99,60,126,63,126,255,127,62,28
900 SYMBOL 100,24,219,219,223,254,120,24,60
910 SYMBOL 101,255,255,195,195,195,195,255,255
920 SYMBOL 102,0,0,24,44,60,24,0,0
```

```
930 SYMBOL 103,82,165,90,181,219,119,255,255
940 SYMBOL 104,0,0,96,38,180,157,79,56
950 SYMBOL 105,0,0,0,0,24,52,106,213
960 SYMBOL 106,60,66,165,153,153,165,66,60
970 SYMBOL 107,32,56,61,63,46,32,32,32
980 SYMBOL 108,60,189,153,126,60,60,36,102
990 SYMBOL 109,255,1,255,128,255,1,255,128
1000 SYMBOL 110,137,64,42,28,188,42,64,137
1010 SYMBOL 111,126,195,129,129,129,129,195,126
1020 SYMBOL 112,126,129,133,133,133,185,129,126
1030 SYMBOL 113,129,0,0,0,0,0,0,129
1040 SYMBOL 114,0,66,0,0,0,0,66,0
1050 SYMBOL 115,7,3,53,56,28,172,192,224
1060 SYMBOL 116,58,109,86,169,87,60,24,60
1070 SYMBOL 117,126,94,94,94,44,24,44,126
1080 SYMBOL 118,56,116,226,202,218,226,116,56
1090 SYMBOL 119,60,66,66,36,24,60,60,24
1100 SYMBOL 120,193,194,36,24,24,36,194,193
1110 SYMBOL 121,110,52,110,255,227,215,195,126
1120 SYMBOL 122,63,161,127,161,191,191,127,63
1130 RETURN
1140 REM *** GAME OVER ***
1150 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1160 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1170 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1180 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
1190 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1200 FOR A=1 TO 50:A$=INKEY$:NEXT A
1210 PEN 1
1220 IF INKEY(60)=0 THEN RUN 260
1230 IF INKEY(46)=0 THEN CALL 0
1240 GOTO 1220
```



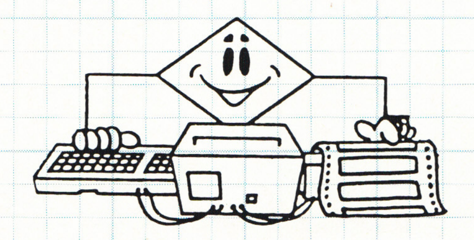


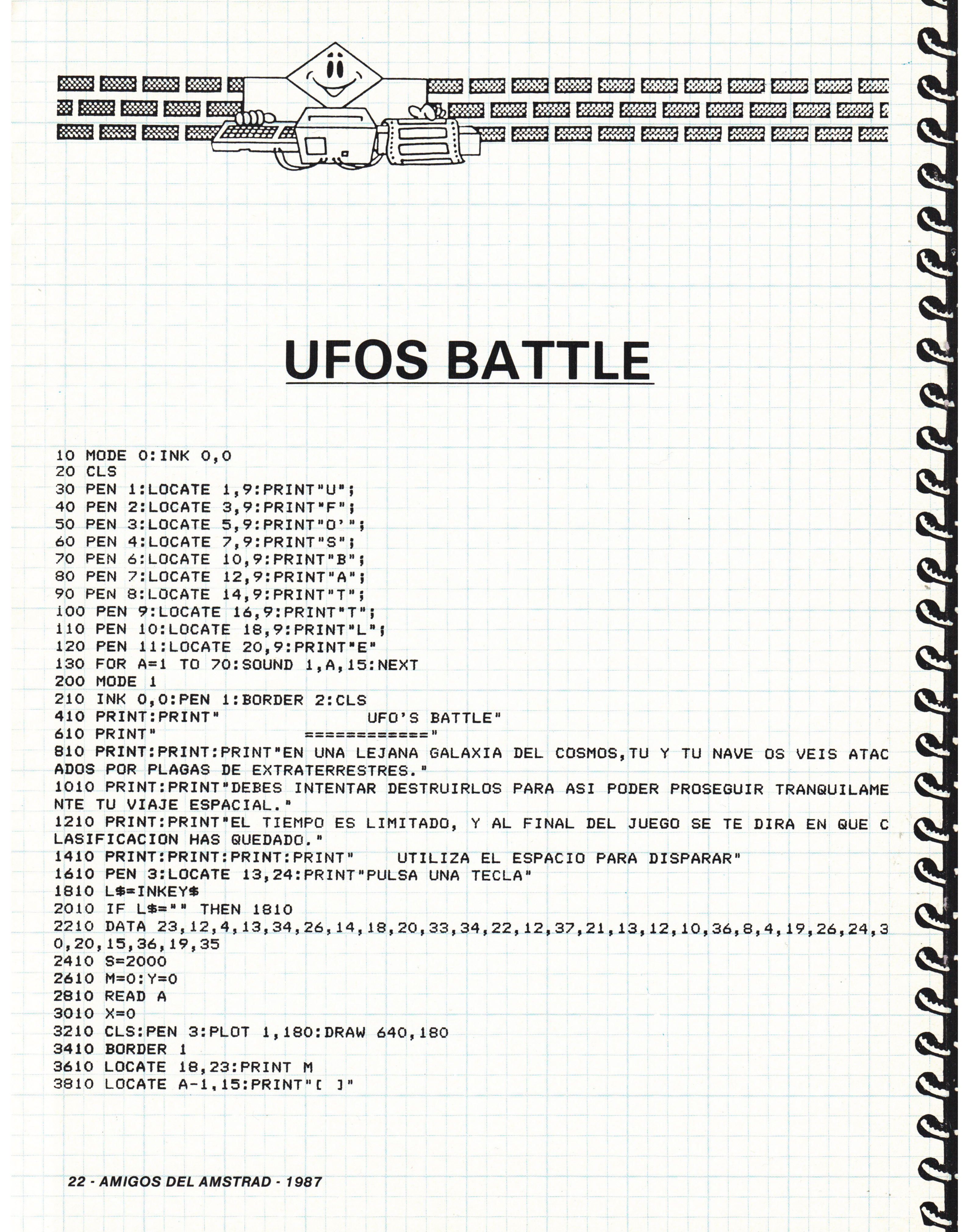
GALAXIA 2001

```
10 REM  *********************
20 REM  *                   *
30 REM  * (c) OMICROM - 1985 *
40 REM  *                   *
50 REM  *      presenta     *
60 REM  *                   *
70 REM  *    GALAXIA  2001  *
80 REM  *                   *
90 REM  *        por        *
100 REM *                   *
110 REM *  Cesar  y Antonio *
120 REM *                   *
130 REM *********************
140 GOSUB 990
150 INK 1,24:SPEED INK 15,15:MODE 0
160 PAPER 5:BORDER 0:CLS:PEN 15:LOCATE 5,12:PRINT "##############":LOCATE 5,14:P
RINT "##############":PEN 3:LOCATE 6,13:PRINT "GALAX
IA 2001"
165 PEN 12:LOCATE  2,25:PRINT "(c) OMICROM - 1985"
170 FOR x=200 TO 500 STEP 3:SOUND 1,27+x,1,15:PLOT x,16,1:DRAW 350,150:PLOT x+1,
16,6:DRAW 350,150:PLOT x+2,16,9:DRAW 350,150:NEXT
180 FOR x=500 TO 200 STEP -3:SOUND 1,27+x,1,15:PLOT x,400,1:DRAW 350,250:PLOT x-
1,400,6:DRAW 350,250:PLOT x-2,400,9:DRAW 350,250:NEX
T
190 FOR f=0 TO 2500:NEXT f
200 REM *** INSTRUCCIONES ***
210 h=1:z=252
220 MODE 1:INK 2,0:PAPER 2:PEN 1:CLS:LOCATE 15,1:PRINT "GALAXIA 2001":LOCATE 13,
2:PRINT "----------------"
230 INK 3,26:PEN 3:LOCATE 4,3:PRINT "      Eres miembro de la CONFEDERACION    GA
LACTICA.":LOCATE 5,6:PRINT "Defiende con tu 'CAZA 20
00' tu Cuadrante   de la entrada   de enemigos de la     CONFEDERACION.":PEN 1:LO
CATE 8,11:PRINT "LOS MANDOS SON:"
240 PEN 3:LOCATE 4,13:PRINT "Z";:PEN 1:PRINT " ------- ";:PEN 3:PRINT "Izquierda
":LOCATE 4,15:PEN 3:PRINT "X";:PEN 1:PRINT " -------
 ";:PEN 3:PRINT "Derecha"
245 LOCATE 4,17:PRINT "\";:PEN 1:PRINT " ------- ";:PEN 3:PRINT "Fuego";:PEN 1:P
RINT "        o el JOSTIC."
250 PEN 3:LOCATE 6,19:PRINT " AH!, y a los  75,200 y 500 puntos nave extra":PEN
1:LOCATE 3,24:PRINT "ANIMO,Y A POR TODAS !!."
260 GOSUB 880
270 INK 0,15:PEN 4:LOCATE 30,25:PRINT "PULSA ...":SOUND 1,27,3,15:SOUND 1,147,3,
15:WHILE INKEY$<>"":WEND:WHILE INKEY$="":WEND
```

```
280 INK 0,0:FOR f=1 TO 25:FOR n=0 TO 25:NEXT n:SOUND 1,27+f,2,15:CALL &BC4D:NEXT
 f:INK 0,26
290 record=150
300 CLS
310 INK 3,6:GOSUB 730
320 REM *** VARIABLES II ***
330 x=INT(RND*40)+1:y=3:zx=20:zy=25
340 PEN 1:LOCATE x,y: PRINT CHR$(z)
350 CALL &BD19:PEN 3:LOCATE zx,zy:PRINT CHR$(254)
360 REM *** MOVIMIENTO ***
370 IF INKEY(71)=0 OR INKEY(74)=0 THEN ZX=ZX-(1 AND zx>2)
380 IF INKEY(63)=0 OR INKEY(75)=0 THEN zx=zx+(1 AND zx<38)
390 GOSUB 610
400 IF INKEY(22)=0 OR INKEY(76)=0 THEN GOSUB 420
410 GOTO 350
420 REM *** DISPARO ***
430 ENT 1,100,10,1:ENT 2,1,0,2,100,10,1
440 SOUND 129,50,40,15,0,1:SOUND 130,50,40,15,0,2
450 d1=(zx*16)-8:d2=(25-y)*16
460 ENT -1,4,3,1,8,-3,1,4,3,1,8,-3,1
470 IF zx=x THEN BORDER 18,2:INK 4,18,2:SPEED INK 2,2:SOUND 1,476,20,15,0,1,1:SO
UND 1,100,20,15,0,1,1:FOR n=1 TO 25:NEXT:BORDER 0:IN
K 4,26:GOSUB 490
480 PLOT d1,6,1:DRAW d1,d2:PLOT d1,16,3:DRAW d1,d2:PLOT d1,16,2:DRAW d1,d2:RETUR
N
490 PEN 2:LOCATE x,y:PRINT " "
500 puntos=puntos+1
510 PEN 4:LOCATE 10,1:PRINT ;puntos
520 IF puntos>record THEN record=record+1
530 PEN 4:LOCATE 33,1:PRINT ;record
540 IF puntos=75 OR puntos=200 OR puntos=500 THEN FOR f=0 TO 26:SOUND 1,27+f,2,1
5,0,1:FOR b=1 TO 100:NEXT b:BORDER f:NEXT f:BORDER 0
:naves=naves+1:PEN 4:LOCATE 21,1:PRINT ;naves
550 y=3:x=INT(RND*39)+1
560 IF puntos>19*h THEN z=255
570 IF puntos>39*h THEN z=250
580 IF puntos>59*h THEN z=251
590 IF puntos>79*h THEN z=253
600 IF puntos>99 THEN h=h+1
610 REM *** INVASOR ***
620 zxx=RND:zxy=RND
630 CALL &BD19
640 PEN 2:LOCATE x,y:PRINT " "
650 IF zxx>0.5 THEN x=x-(1 AND x>2) ELSE x=x+(1 AND x<39)
660 IF zxy>0.5 THEN y=y+1  ELSE y=y
670 IF y>24 THEN naves=naves-1:BORDER 7,5:SPEED INK 4,4:INK 0,7,5:SOUND 1,478,10
0,15,0,1,15:FOR f=1 TO 100:NEXT f:BORDER 0:INK 0,26:
GOSUB 750:PEN 2:LOCATE zx-1,zy:PRINT "    ":GOTO 330
680 CALL &BD19
690 PEN 1:LOCATE x,y: PRINT CHR$(z)
700 CALL &BD19
710 PEN 3:LOCATE zx-1,zy: PRINT "    "
720 RETURN
730 REM *** INICIALIZACION ***
740 naves=3:puntos=0
750 IF naves=0 THEN GOTO 790
```

```
760 INK 0,26:PEN 4:LOCATE 3,1:PRINT "PUNTOS:";PUNTOS:LOCATE 15,1:PRINT "NAVES:";
naves:LOCATE 26,1:PRINT "RECORD:";record:FOR f=1 TO
40:LOCATE f,2:PRINT "-":NEXT
770 FOR f=0 TO 200:PLOT RND*640,RND*350,4:NEXT f
780 RETURN
790 REM *** FIN ***
800 FOR n=0 TO 500:NEXT
810 CLS:INK 3,24,6:SPEED INK 5,5:BORDER 24,6:PEN 3:LOCATE 15,3:PRINT "FIN DEL JU
EGO":PEN 1:LOCATE 13,4:PRINT "-.-.-.-.-.-.-.-.-"
820 LOCATE 5,11:PEN 4:PRINT "Tu puntuacion ha sido de ";:PEN 1:PRINT puntos
830 INK 1,18:FOR x=0 TO 640 STEP 2:PLOT x,0,4:DRAW x,40:NEXT x:LOCATE 2,24:PEN 3
:SOUND 1,27,3,15,0,1:PRINT "Otra ";:PEN 1:PRINT "par
tida ";:PEN 3:PRINT "!";:PEN 1:PRINT " pulsa ";:PEN 3:PRINT "espacio."
840 WHILE INKEY$<>" ":WEND
850 INK 0,0:FOR n=1 TO 25:FOR c=0 TO 25:NEXT c:CALL &BC4D:SOUND 1,27+n,2,15,0,1,
1:NEXT n
860 INK 1,24:INK 0,26:BORDER 0
870 GOTO 210
880 REM *** SINTONIA ***
890 ENT -1,8,1,1,16,-1,1,16,1,1,8,-1,1
900 SOUND 1,536,100,7,0,1:SOUND 2,268,100,7,0,1:SOUND 4,0,300,0
910 SOUND 1,478,100,7,0,1:SOUND 2,239,100,7,0,1
920 SOUND 1,602,200,7,0,1:SOUND 2,301,200,7,0,1
930 SOUND 1,602,200,6,0,1:SOUND 2,301,200,6,0,1
940 SOUND 4,1204,100,15,0,1:SOUND 4,804,200,15,0,1
950 WHILE SQ(1)>128:WEND
960 RETURN
970 ENT 1,100,10,1:ENT 2,1,0,2,100,10,1
980 SOUND 129,50,40,15,0,1:SOUND 130,50,40,15,0,2
990 REM *** GRAFICOS ***
1010 SYMBOL 250,24,90,239,247,239,219,129,129
1020 SYMBOL 254,24,24,60,60,189,189,255,231
1030 SYMBOL 253,66,129,219,231,219,129,129,66
1040 SYMBOL 252,0,0,24,126,255,126,24
1050 SYMBOL 251,129,66,165,126,126,165,66,129
1060 RETURN
```

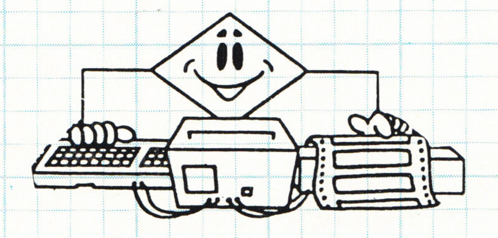


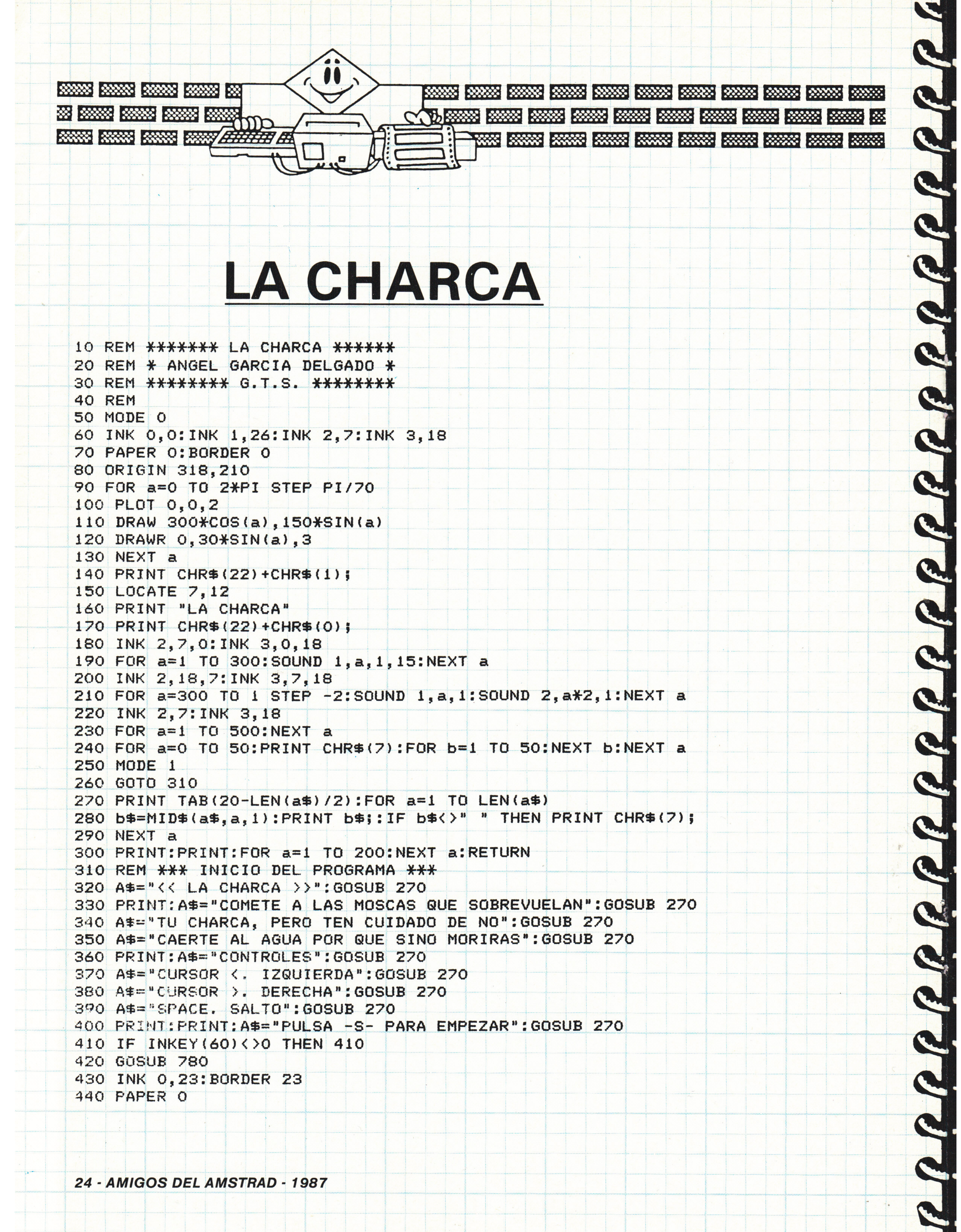


UFOS BATTLE

```
10 MODE 0:INK 0,0
20 CLS
30 PEN 1:LOCATE 1,9:PRINT"U";
40 PEN 2:LOCATE 3,9:PRINT"F";
50 PEN 3:LOCATE 5,9:PRINT"O'";
60 PEN 4:LOCATE 7,9:PRINT"S";
70 PEN 6:LOCATE 10,9:PRINT"B";
80 PEN 7:LOCATE 12,9:PRINT"A";
90 PEN 8:LOCATE 14,9:PRINT"T";
100 PEN 9:LOCATE 16,9:PRINT"T";
110 PEN 10:LOCATE 18,9:PRINT"L";
120 PEN 11:LOCATE 20,9:PRINT"E"
130 FOR A=1 TO 70:SOUND 1,A,15:NEXT
200 MODE 1
210 INK 0,0:PEN 1:BORDER 2:CLS
410 PRINT:PRINT"                  UFO'S BATTLE"
610 PRINT"                  ============"
810 PRINT:PRINT:PRINT"EN UNA LEJANA GALAXIA DEL COSMOS,TU Y TU NAVE OS VEIS ATAC
ADOS POR PLAGAS DE EXTRATERRESTRES."
1010 PRINT:PRINT"DEBES INTENTAR DESTRUIRLOS PARA ASI PODER PROSEGUIR TRANQUILAME
NTE TU VIAJE ESPACIAL."
1210 PRINT:PRINT"EL TIEMPO ES LIMITADO, Y AL FINAL DEL JUEGO SE TE DIRA EN QUE C
LASIFICACION HAS QUEDADO."
1410 PRINT:PRINT:PRINT:PRINT"    UTILIZA EL ESPACIO PARA DISPARAR"
1610 PEN 3:LOCATE 13,24:PRINT"PULSA UNA TECLA"
1810 L$=INKEY$
2010 IF L$="" THEN 1810
2210 DATA 23,12,4,13,34,26,14,18,20,33,34,22,12,37,21,13,12,10,36,8,4,19,26,24,3
0,20,15,36,19,35
2410 S=2000
2610 M=0:Y=0
2810 READ A
3010 X=0
3210 CLS:PEN 3:PLOT 1,180:DRAW 640,180
3410 BORDER 1
3610 LOCATE 18,23:PRINT M
3810 LOCATE A-1,15:PRINT"[ ]"
```

```
4010 PEN 3:LOCATE 32,2:PRINT S:IF A=35 THEN CLS:LOCATE 10,12:PRINT"EL JUEGO HA T
ERMINADO":LOCATE 5,16:PRINT"TIEMPO:":LOCATE 30,16:PR
INT"PUNTOS:":LOCATE 7,20:PRINT S:LOCATE 31,20:PRINT M:GOTO 5610
4210 Y=Y+3:S=S-10
4410 PEN 1: LOCATE A,Y:PRINT CHR$(238):SOUND 1,50,3
4610 IF Y=21 THEN Y=0:GOTO 2810
4810 LASER$=INKEY$:IF LASER$="" THEN 5010
5010 IF LASER$=" " THEN X=1:LOCATE A,15:PRINT"*":SOUND 1,300,4
5210 IF X=1 AND Y=15 THEN SOUND 1,1000,20,7,0,0,1:PEN 3:LOCATE A,15:PRINT CHR$(1
27):M=M+10:Y=18
5410 GOTO 3010
5610 W=500
5810 W=W-1:IF W=0 THEN 6210
6010 GOTO 5810
6210 IF M=240 OR M>240 THEN CLS:BORDER 6,2:LOCATE 5,10:PRINT"ESTAS EN LA LISTA D
E CAMPEONES":LOCATE 15,15:PRINT"FELICIDADES":SOUND 1
,119,10:SOUND 1,200,1,0:SOUND 1,119,10:SOUND 1,89,80:END
6410 IF M>170 AND M<240 THEN CLS:BORDER 6,4:LOCATE 5,10:PRINT"ESTAS EN LA LISTA
DE SUBCAMPEONES":LOCATE 15,15:PRINT"FELICIDADES":END
```

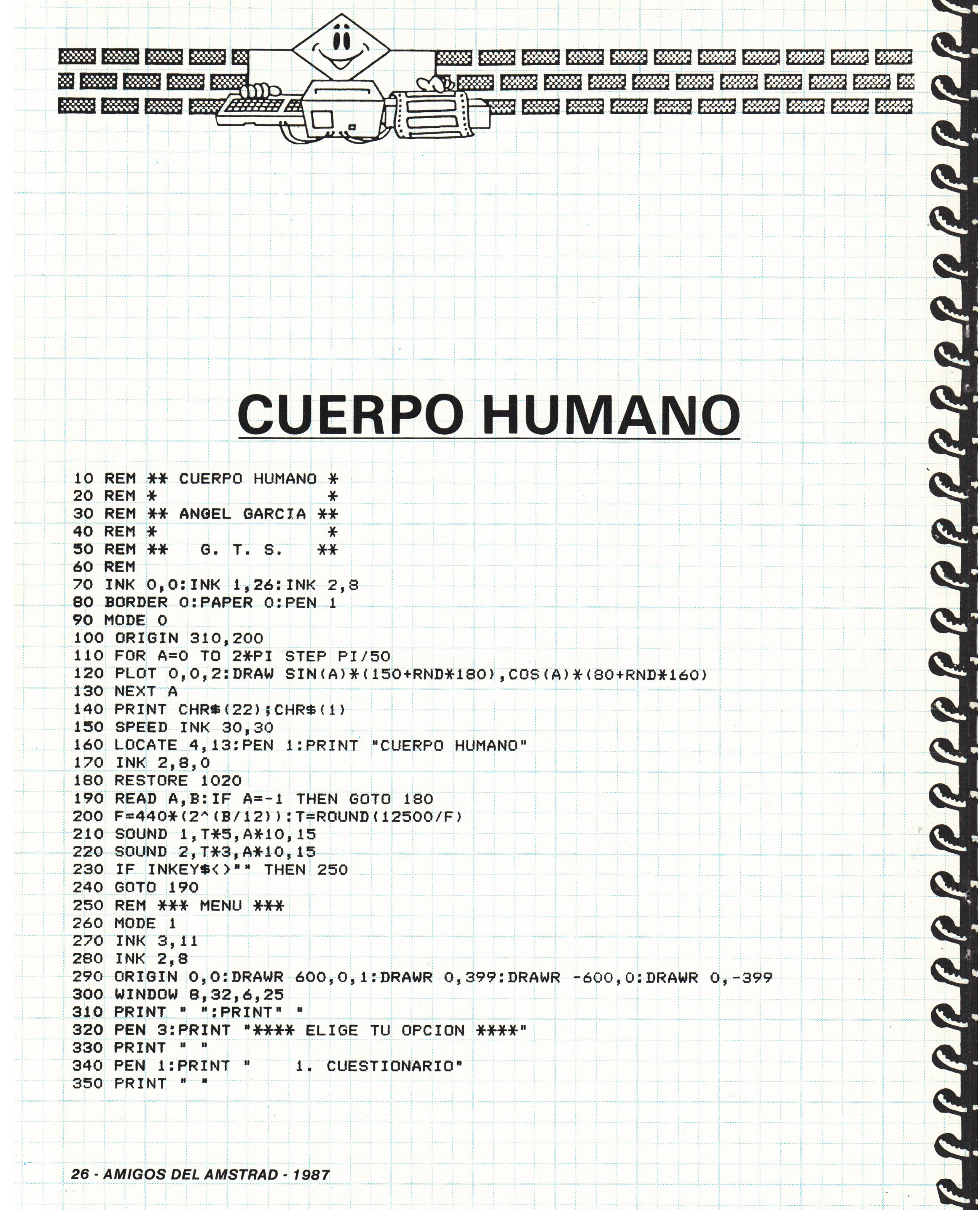




LA CHARCA

```
10 REM ******* LA CHARCA ******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "LA CHARCA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< LA CHARCA >>":GOSUB 270
330 PRINT:A$="COMETE A LAS MOSCAS QUE SOBREVUELAN":GOSUB 270
340 A$="TU CHARCA, PERO TEN CUIDADO DE NO":GOSUB 270
350 A$="CAERTE AL AGUA POR QUE SINO MORIRAS":GOSUB 270
360 PRINT:A$="CONTROLES":GOSUB 270
370 A$="CURSOR <. IZQUIERDA":GOSUB 270
380 A$="CURSOR >. DERECHA":GOSUB 270
390 A$="SPACE. SALTO":GOSUB 270
400 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 GOSUB 780
430 INK 0,23:BORDER 23
440 PAPER 0
```

```
450 INK 1,0:INK 2,10:INK 3,18
460 MODE 1
470 WINDOW #1,1,40,20,25:PAPER #1,2:PEN#1,3
480 WINDOW #2,1,40,1,2
490 CLS#1
500 S$="   deeeef       deeeeeeef       deeeef     ":PRINT#1,S$;
510 P=0:V=3
520 GOSUB 750
530 X=19:Y=20:XB=X:YB=Y
540 XM=2+INT (RND*16):YM=39
550 ENT 1,40,-1,1
560 ENT 2,40,-2,1
570 IF S=0 THEN IF NOT INKEY(47) THEN SOUND 1,100,15,10,0,1:S=16
580 IF S>0 AND S<9 THEN X=X+1
590 IF S>8 THEN X=X-1
600 IF S>0 AND NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
610 IF S>0 AND NOT INKEY(1) THEN Y=Y+1:IF Y>40 THEN Y=40
620 YM=YM-1:IF YM<1 THEN LOCATE 1,XM:PRINT"  ":YM=38:XM=4+INT(RND*14)
630 LOCATE YM,XM:PRINT"c "
640 LOCATE YB,XB:PRINT" ":LOCATE Y,X:IF S>0 THEN PRINT"b"
650 IF S<1 THEN PRINT"a"
660 IF XM=X AND YM=Y THEN GOSUB 720
670 YB=Y:XB=X
680 S=S-1:IF S<0 THEN S=0
690 IF X=19 THEN IF MID$(S$,Y,1)=" " THEN GOSUB 710
700 GOTO 570
710 SOUND 4,500,30,10,0,1,31:LOCATE yB,xB:PRINT"g":V=V-1:GOSUB 750:S=0:Y=20:RETU
RN
720 SOUND 1,100,20,10,0,2:LOCATE YM,XM:PRINT" "
730 P=P+15:GOSUB 750
740 YM=0:RETURN
750 LOCATE #2,3,1:PRINT#2,"PUNTOS: ";P:LOCATE #2,26,1:PRINT#2,"VIDAS: ";V
760 IF V<1 THEN GOTO 870
770 RETURN
780 SYMBOL AFTER 97
790 SYMBOL 97,0,24,60,90,126,255,90,195
800 SYMBOL 98,153,189,90,126,255,189,90,195
810 SYMBOL 99,195,165,153,126,219,255,165,129
820 SYMBOL 100,255,91,54,11,5,0,0,0
830 SYMBOL 101,255,251,237,85,171,0,0,0
840 SYMBOL 102,255,218,108,208,160,0,0,0
850 SYMBOL 103,34,0,136,1,32,10,128,18
860 RETURN
870 REM *** GAME OVER ***
880 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
890 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
900 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
910 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
920 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
930 FOR A=1 TO 50:A$=INKEY$:NEXT A
940 PEN 1
950 IF INKEY(60)=0 THEN RUN 250
960 IF INKEY(46)=0 THEN CALL 0
970 GOTO 950
```

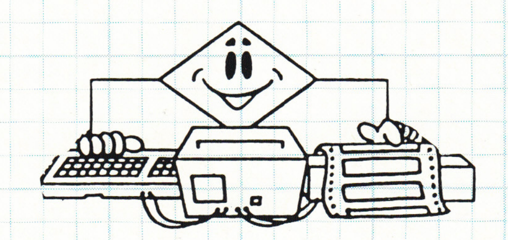


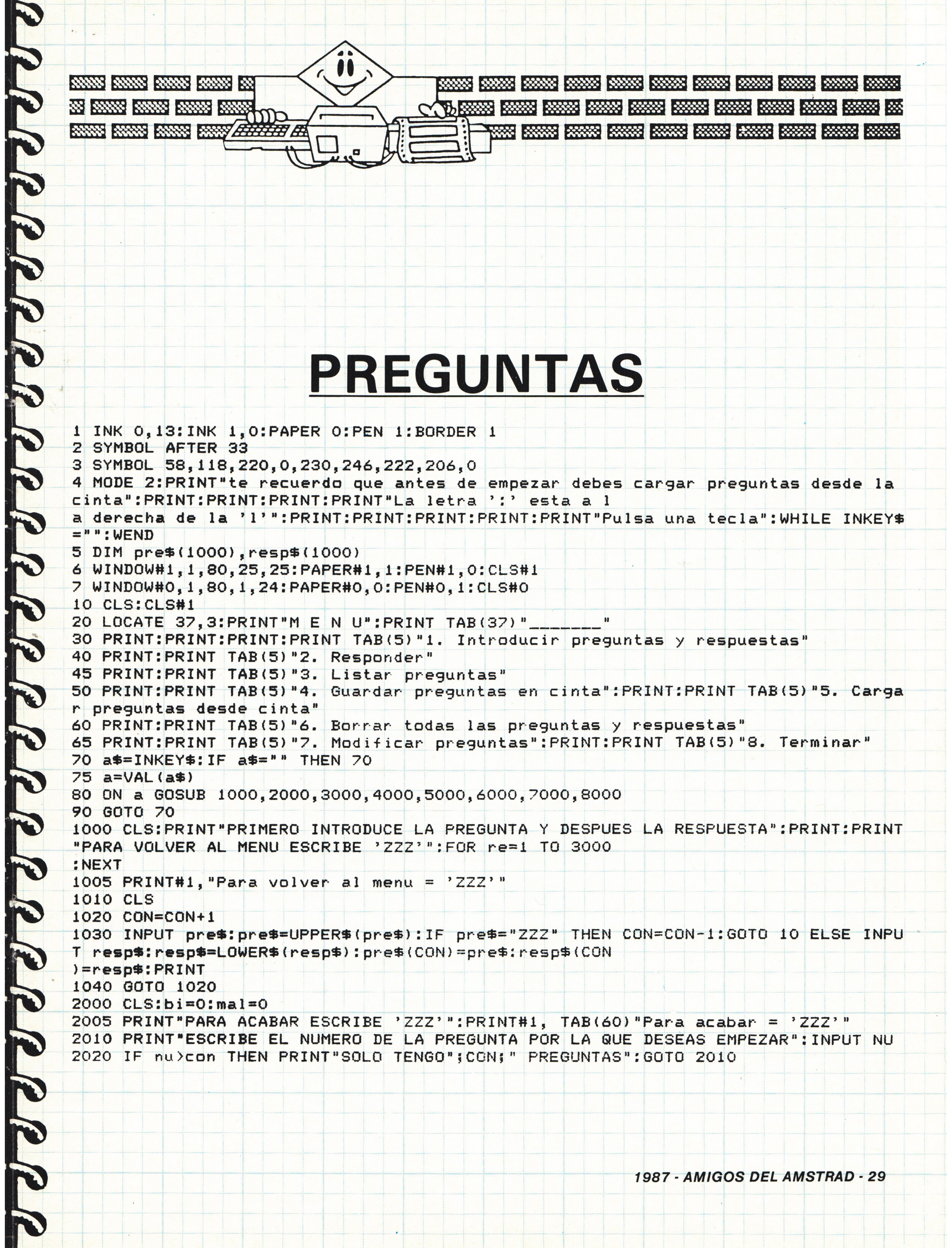
CUERPO HUMANO

```
10 REM ** CUERPO HUMANO *
20 REM *               *
30 REM ** ANGEL GARCIA **
40 REM *               *
50 REM **   G. T. S.   **
60 REM
70 INK 0,0:INK 1,26:INK 2,8
80 BORDER 0:PAPER 0:PEN 1
90 MODE 0
100 ORIGIN 310,200
110 FOR A=0 TO 2*PI STEP PI/50
120 PLOT 0,0,2:DRAW SIN(A)*(150+RND*180),COS(A)*(80+RND*160)
130 NEXT A
140 PRINT CHR$(22);CHR$(1)
150 SPEED INK 30,30
160 LOCATE 4,13:PEN 1:PRINT "CUERPO HUMANO"
170 INK 2,8,0
180 RESTORE 1020
190 READ A,B:IF A=-1 THEN GOTO 180
200 F=440*(2^(B/12)):T=ROUND(12500/F)
210 SOUND 1,T*5,A*10,15
220 SOUND 2,T*3,A*10,15
230 IF INKEY$<>"" THEN 250
240 GOTO 190
250 REM *** MENU ***
260 MODE 1
270 INK 3,11
280 INK 2,8
290 ORIGIN 0,0:DRAWR 600,0,1:DRAWR 0,399:DRAWR -600,0:DRAWR 0,-399
300 WINDOW 8,32,6,25
310 PRINT " ":PRINT" "
320 PEN 3:PRINT "**** ELIGE TU OPCION ****"
330 PRINT " "
340 PEN 1:PRINT "     1. CUESTIONARIO"
350 PRINT " "
```

```
360 PRINT "     2. LISTAR DATOS"
370 PRINT " "
380 PRINT "     3. TERMINAR"
390 PRINT " "
400 PRINT" "
410 PEN 3:PRINT"*************************"
420 IF INKEY(64)=0 THEN GOTO 460
430 IF INKEY(65)=0 THEN GOTO 880
440 IF INKEY(57)=0 THEN MODE 1:CALL 0
450 GOTO 420
460 REM **** CUESTIONARIO ****
470 MODE 1:INK 1,26:INK 2,20:INK 3,8
480 FOR P=1 TO 20
490 MODE 1:PEN 1:PRINT"******* PARTES DEL CUERPO HUMANO *******"
500 N=INT (RND*3)
510 IF N=0 THEN RESTORE 960
520 IF N=1 THEN RESTORE 980
530 IF N=2 THEN RESTORE 1000
540 READ R$,NN:NN=INT(RND*NN):FOR Z=0 TO NN:READ I$:NEXT Z
550 PEN 3:PRINT" "
560 PRINT"PREGUNTA:";P;TAB(17);"ELEMENTO: ";I$
570 PRINT " ":PEN 2
580 PRINT " "
590 PRINT "  A QUE CLASE DE APARATO CORRESPONDE":PRINT:PRINT"            ESTE ELE
MENTO...? :"
600 PRINT" ":PRINT" "
610 PEN 3:PRINT "            (PULSA 1,2 o 3)"
620 PEN 1:PRINT " "
630 PRINT" ":PRINT "      1. APARATO CIRCULATORIO"
640 PRINT" ":PRINT "      2. APARATO RESPIRATORIO"
650 PRINT" ":PRINT "      3. APARATO DIGESTIVO"
660 SOUND 1,100,10
670 REM
680 IF INKEY(64)=0 THEN NR=0:GOTO 720
690 IF INKEY(65)=0 THEN NR=1:GOTO 720
700 IF INKEY(57)=0 THEN NR=2:GOTO 720
710 GOTO 670
720 PEN 2:PRINT " ":PRINT" ":IF NR=N THEN PRINT "!!!CORRECTO!!! LA RESPUESTA ES
";R$:FOR B=1 TO 3:FOR A=15 TO 0 STEP -1:INK 0,A:SOUN
D 1,A,1:NEXT A,B:AC=AC+1
730 IF NR<>N THEN PRINT "INCORRECTO. LA RESPUESTA ERA ";R$:SOUND 1,600,100:FOR A
=1 TO 100:PLOT RND*600,RND*400:NEXT A
740 NEXT P
750 MODE 0:FOR A=1 TO 15:INK A,27-A:NEXT A
760 PEN 5:PRINT "**** RESULTADOS ****"
770 PRINT" ":PRINT" "
780 PEN 2:PRINT "  ACIERTOS.....";AC
790 PRINT " "
800 PEN 3:PRINT "  FALLOS.......";20-AC
810 PRINT" ":PRINT" ":PRINT" "
820 PEN 1:PRINT"  PORCENTAJE:";AC*5;"%"
830 PRINT" ":PRINT" ":PRINT" "
840 PRINT "********************"
850 FOR A=0 TO 100:A$=INKEY$:SOUND 1,A,1,15:NEXT A
860 IF INKEY$=""THEN 860
870 GOTO 250
880 MODE 2:RESTORE 960
```

```
890 FOR A=1 TO 3
900 READ A$,N
910 PRINT "- ";A$;":":PRINT" "
920 FOR B=1 TO N:READ B$:PRINT "  ";B$,:NEXT B
930 PRINT" ":PRINT" ":PRINT " "
940 NEXT A
950 GOTO 850
960 DATA APARATO CIRCULATORIO,14
970 DATA CORAZON,TRICUSPIDE,MITRAL,SUBCLAVIA,AORTA,CAROTIDA,AXILAR,HEPATICA,YUGU
LAR,CAVA,PORTA,ILIACA,MESENTERICA,GAN. LINFATICOS
980 DATA APARATO RESPIRATORIO,12
990 DATA FOSAS NASALES,TRAQUEA,PULMONES,BRONQUIOLOS,PITUITARIA,PLEURA,LARINGE,BR
ONQUIOS,ALVEOLOS,EPIGLOTIS,CUERDAS VOCALES,CORNETES
1000 DATA APARATO DIGESTIVO,14
1010 DATA BOCA,ESOFAGO,INTESTINO,PANCREAS,DUODENO,ILEON,COLON,FARINGE,ESTOMAGO,H
IGADO,SALIVA,YEYUNO,CIEGO,ANO
1020 DATA 8,4,4,5,4,7,4,7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,4,2,2,8,2,8,4,4,5,4,7,4,
7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,2,2,0,9,0
1030 DATA -1,-1
```





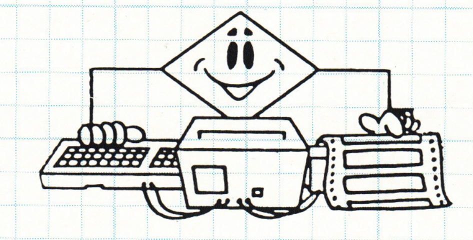
PREGUNTAS

```
1 INK 0,13:INK 1,0:PAPER 0:PEN 1:BORDER 1
2 SYMBOL AFTER 33
3 SYMBOL 58,118,220,0,230,246,222,206,0
4 MODE 2:PRINT"te recuerdo que antes de empezar debes cargar preguntas desde la
cinta":PRINT:PRINT:PRINT:PRINT"La letra ':' esta a l
a derecha de la 'l'":PRINT:PRINT:PRINT:PRINT:PRINT"Pulsa una tecla":WHILE INKEY$
="":WEND
5 DIM pre$(1000),resp$(1000)
6 WINDOW#1,1,80,25,25:PAPER#1,1:PEN#1,0:CLS#1
7 WINDOW#0,1,80,1,24:PAPER#0,0:PEN#0,1:CLS#0
10 CLS:CLS#1
20 LOCATE 37,3:PRINT"M E N U":PRINT TAB(37)"_______"
30 PRINT:PRINT:PRINT:PRINT TAB(5)"1. Introducir preguntas y respuestas"
40 PRINT:PRINT TAB(5)"2. Responder"
45 PRINT:PRINT TAB(5)"3. Listar preguntas"
50 PRINT:PRINT TAB(5)"4. Guardar preguntas en cinta":PRINT:PRINT TAB(5)"5. Carga
r preguntas desde cinta"
60 PRINT:PRINT TAB(5)"6. Borrar todas las preguntas y respuestas"
65 PRINT:PRINT TAB(5)"7. Modificar preguntas":PRINT:PRINT TAB(5)"8. Terminar"
70 a$=INKEY$:IF a$="" THEN 70
75 a=VAL(a$)
80 ON a GOSUB 1000,2000,3000,4000,5000,6000,7000,8000
90 GOTO 70
1000 CLS:PRINT"PRIMERO INTRODUCE LA PREGUNTA Y DESPUES LA RESPUESTA":PRINT:PRINT
"PARA VOLVER AL MENU ESCRIBE 'ZZZ'":FOR re=1 TO 3000
:NEXT
1005 PRINT#1,"Para volver al menu = 'ZZZ'"
1010 CLS
1020 CON=CON+1
1030 INPUT pre$:pre$=UPPER$(pre$):IF pre$="ZZZ" THEN CON=CON-1:GOTO 10 ELSE INPU
T resp$:resp$=LOWER$(resp$):pre$(CON)=pre$:resp$(CON
)=resp$:PRINT
1040 GOTO 1020
2000 CLS:bi=0:mal=0
2005 PRINT"PARA ACABAR ESCRIBE 'ZZZ'":PRINT#1, TAB(60)"Para acabar = 'ZZZ'"
2010 PRINT"ESCRIBE EL NUMERO DE LA PREGUNTA POR LA QUE DESEAS EMPEZAR":INPUT NU
2020 IF nu>con THEN PRINT"SOLO TENGO";CON;" PREGUNTAS":GOTO 2010
```

```
2025 IF nu=0 THEN 10
2030 IF NU<1 THEN PRINT"EMPIEZA POR LA NUMERO 1":GOTO 2010
2040 CLS
2050 FOR k=nu TO con
2060 PRINT pre$(k)+"?":INPUT resp$:resp$=LOWER$(resp$):IF resp$="zzz" THEN GOTO
60000 ELSE IF resp$=resp$(k) THEN SOUND 1,300:LOCATE
#1,1,1:PRINT#1,"BIEN! ":bi=bi+1 ELSE PRINT CHR$(7):LOCATE#1,1,1:PRINT#1,"MAL!!!"
:mal=mal+1:PRINT"La respuesta es=";resp$(k)
2070 PRINT:NEXT
2080 PRINT:PRINT:PRINT"Ya he acabado las preguntas":SOUND 1,500:PRINT#1,"Pulsa u
na tecla":WHILE INKEY$="":WEND:CLS#1:GOTO 60000
3000 q=0:n=0:CLS:CLS#1
3010 INPUT "POR QUE NUMERO DE PREGUNTA DESEAS EMPEZAR A LISTAR";nume
3012 IF nume=0 THEN 10
3014 IF nume>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 2000:NEXT:G
OTO 3000
3016 IF nume<0 THEN PRINT"LAS PREGUNTAS EMPIEZAN POR LA NUMERO 1":FOR re=1 TO 20
00:NEXT:GOTO 3000
3020 PRINT"PARA PARAR EL LISTADO SOLO TIENES QUE PULSAR '@'":SOUND 1,500:PRINT#1
,"Pulsa una tecla":WHILE INKEY$="":WEND:CLS#1
3030 WHILE q<=con
3035 CLS:n=n+1
3040 PRINT q+nume;".  ";pre$(q+nume):PRINT TAB(5)resp$(q+nume):PRINT
3045 IF INKEY$="@" THEN 10
3050 q=q+1:IF q=5*n THEN SOUND 1,500:PRINT#1,"Pulsa una tecla":WHILE INKEY$="":W
END:CLS#1:WEND:GOTO 10
3055 GOTO 3040
3060 SOUND 1,500:PRINT#1,"Pulsa una tecla":WHILE INKEY$="":WEND:CLS#1
3070 GOTO 10
4000 REM ### guardar en cinta ###
4005 IF con=0 THEN GOTO 10
4010 CLS:LOCATE 5,12:PRINT"POR FAVOR ESPERE..."
4020 OPENOUT "auto"
4025 PRINT#9,con
4030 FOR km=1 TO con
4040 PRINT#9,pre$(km)
4050 PRINT#9,resp$(km)
4060 NEXT km
4070 CLOSEOUT
4080 GOTO 10
5000 REM ### cargar desde cinta ###
5010 CLS
5020 OPENIN "auto"
5030 INPUT#9,con
5040 FOR mn=1 TO con
5050 INPUT#9,pre$(mn)
5060 INPUT#9,resp$(mn)
5070 NEXT mn
5080 CLOSEIN
5090 GOTO 10
6000 CLS:CLS#1
6010 LOCATE 15,12:PRINT"ESTAS SEGURO DE QUE QUIERES BORRAR LA MEMORIA? (s/n)":IN
PUT d5$:d5$=LOWER$(d5$)
6020 IF d5$="s" THEN INK 1,0,13:CLS:LOCATE 25,12:PRINT"M E M O R I A    B O R R
A D A":FOR re=1 TO 3000:NEXT re:RUN
6030 IF d5$="n" THEN CLS:LOCATE 33,12:PRINT"MEMORIA INTACTA":FOR re=1 TO 3000:NE
XT re:GOTO 10
6040 GOTO 6000
```

```
7000 REM ### cambiar preguntas ###
7010 '
7020 CLS:LOCATE 37,7:PRINT"M E N U":PRINT TAB (37)"_______"
7030 PRINT:PRINT:PRINT:PRINT TAB(5)"1. Modificar una pregunta":PRINT:PRINT TAB(5
)"2. Intercambiar dos preguntas":PRINT:PRINT TAB(5)"
3. Borrar una pregunta":PRINT:PRINT TAB(5)"4. Cambiar una pregunta de sitio borr
ando la que hay debajo"
7035 PRINT:PRINT TAB(5)"5. Volver al menu principal"
7040 q1$=INKEY$:IF q1$="" THEN 7040 ELSE q1=VAL(q1$):ON q1 GOSUB 7100,7200,7300,
7400,10
7050 GOTO 7020
7100 REM ''' subrutina apartado 7 '''
7105 CLS:CLS#1
7110 PRINT"QUE NUMERO DE PREGUNTA QUIERES CAMBIAR?":INPUT z2
7120 IF z2>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 1500:NEXT:GOT
O 7020
7130 IF z2=0 THEN GOTO 7020
7140 IF Z2<1 THEN PRINT"LAS PREGUNTAS EMPIEZAN EN LA NUMERO 1":FOR re=1 TO 1500:
NEXT:GOTO 7020
7150 PRINT:PRINT:PRINT PRE$(z2):PRINT resp$(z2):PRINT
7160 PRINT:PRINT"AHORA ESCRIBELAS CORRECTAMENTE":INPUT pre$:INPUT resp$:pre$(z2)
=UPPER$(pre$):resp$(z2)=LOWER$(resp$)
7170 RETURN
7200 REM ''' subrutina (2) apartado 7 '''
7210 '
7220 CLS:CLS#1
7230 INPUT"ESCRIBE EL NUMERO DE LA PRIMERA PREGUNTA QUE QUIERES CAMBIAR";q2
7233 IF q2>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 1500:NEXT:RET
URN ELSE IF q2=0 THEN RETURN ELSE IF q2<1 THEN PRINT
"LAS PREGUNTAS EMPIEZAN EN LA NUMERO 1":FOR re=1 TO 1500:NEXT:RETURN
7235 PRINT:PRINT pre$(q2):PRINT resp$(q2)
7240 PRINT:PRINT:INPUT "AHORA ESCRIBE EL NUMERO DE LA PREGUNTA QUE QUIERES INTER
CAMBIAR";q3:IF q3>con THEN PRINT:PRINT"SOLO TENGO";c
on;" PREGUNTAS" ELSE IF q3=0 THEN 7020 ELSE IF q3<1 THEN PRINT:PRINT"LAS PREGUNT
AS EMPIEZAN EN LA NUMERO 1"
7243 IF q3>con THEN PRINT:PRINT"SOLO TENGO";con;" PREGUNTAS";FOR re=1 TO 1500:NE
XT:RETURN ELSE IF q3=0 THEN RETURN ELSE IF q3<1 THEN
 PRINT:PRINT"LAS PREGUNTAS EMPIEZAN EN LA NUMERO 1":FOR re=1 TO 1500:NEXT:RETURN
7245 PRINT:PRINT pre$(q3):PRINT resp$(q3):FOR re=1 TO 2000:NEXT re
7250 q4$=pre$(q2):q5$=resp$(q2)
7260 pre$(q2)=pre$(q3):resp$(q2)=resp$(q3):pre$(q3)=q4$:resp$(q3)=q5$
7270 CLS:PRINT"PREGUNTAS CAMBIADAS":FOR re=1 TO 2000:NEXT re
7280 GOTO 7020
7300 REM ''' subrutina (3) apartado 7 '''
7310 '
7320 CLS:CLS#1
7330 INPUT "ESCRIBE EL NUMERO DE LA PREGUNTA QUE QUIERES BORRAR";q6
7335 IF q6>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 1500:NEXT:RET
URN ELSE IF q6=0 THEN 7020 ELSE IF q6<1 THEN PRINT"L
AS PREGUNTAS EMPIEZAN POR LA NUMERO 1":FOR re=1 TO 1500:NEXT:RETURN
7340 PRINT:PRINT:PRINT pre$(q6):PRINT resp$(q6)
7350 FOR re=1 TO 2000:NEXT re
7360 FOR k=q6 TO con-1
7370 pre$(k)=pre$(k+1):resp$(k)=resp$(k+1)
7380 NEXT k
7385 pre$(con)="":resp$(con)="":con=con-1
7390 GOTO 7020
7400 REM ''' subrutina (4) apartado 7 '''
```

```
7410 '
7420 CLS:CLS#1
7430 INPUT "ESCRIBE EL NUMERO DE LA PREGUNTA QUE QUIERES CAMBIAR DE SITIO";p1
7435 PRINT:PRINT pre$(p1):PRINT resp$(p1)
7440 IF p1>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 1500:NEXT:RET
URN ELSE IF p1=0 THEN 7020 ELSE IF p1<1 THEN PRINT"L
AS PREGUNTAS EMPIEZAN POR LA NUMERO 1":FOR re=1 TO 1500:NEXT:RETURN
7450 PRINT:PRINT:INPUT"AHORA ESCRIBE EL NUMERO DEL SITIO EN EL QUE QUIERES COLOC
AR LA PREGUNTA";p2
7455 IF p2>con THEN PRINT"SOLO TENGO";con;" PREGUNTAS":FOR re=1 TO 1500:NEXT:RET
URN ELSE IF p2=0 THEN 7020 ELSE IF p2<1 THEN PRINT"L
AS PREGUNTAS EMPIEZAN POR LA NUMERO 1":FOR re=1 TO 1500:NEXT:RETURN
7460 pre$(p2)=pre$(p1):resp$(p2)=resp$(p1)
7470 FOR k=p1 TO con-1
7480 pre$(k)=pre$(k+1):resp$(k)=resp$(k+1)
7490 NEXT k
7500 pre$(con)="":resp$(con)="":con=con-1
7505 CLS:PRINT:PRINT:PRINT"PREGUNTA CAMBIADA":FOR re=1 TO 1750:NEXT re
7510 RETURN
8000 CLS:CLS#1:END
60000 REM ### subrutina dar resultados ###
60010 puntos=(bi*10)/(bi+mal)
60020 CLS:CLS#1
60025 LOCATE 36,2:PRINT"RESULTADOS":LOCATE 36,3:PRINT"----------"
60030 LOCATE 5,7:PRINT"BIEN =";bi
60040 LOCATE 5,9:PRINT"MAL = ";mal
60050 LOCATE 5,11:PRINT"TOTAL PREGUNTAS =";bi+mal
60060 LOCATE 5,15:PRINT"PUNTUACION =";puntos
60070 SOUND 1,500:PRINT#1,"Pulsa una tecla"
60080 WHILE INKEY$="":WEND
60090 GOTO 10
```





TRAGABOLAS

```
10 REM ****** TRAGABOLAS ******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******* G.T.S. *********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "TRAGABOLAS"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< TRAGABOLAS >>":GOSUB 270
330 PRINT:A$="INTRODUCE LAS BOLAS EN EL INTERIOR":GOSUB 270
340 A$="DE LA BOCA DEL TRAGABOLAS":GOSUB 270
350 PRINT:A$="PARA LANZAR LA BOLA PULSA SPACE":GOSUB 270
360 PRINT:A$="PERDERAS A LOS 5 FALLOS":GOSUB 270
370 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
380 IF INKEY(60)<>0 THEN 380
390 GOSUB 730
400 P=0:FA=0
410 D=1:X=24:Y=5+INT(RND*30)
420 GOSUB 590
430 IF D=1 THEN LOCATE Y,X:PRINT" k":Y=Y+1:IF Y>28 THEN SOUND 1,200,1:D=2
440 IF D=2 THEN Y=Y-1:LOCATE Y,X:PRINT"k ":IF Y<8 THEN SOUND 1,200,1:D=1
```

```
450 IF INKEY(47)=0 THEN GOTO 470
460 GOTO 430
470 PRINT CHR$(22);CHR$(1)
480 FOR M=X TO 8 STEP -1
490 PEN 0:LOCATE Y,M+1:PRINT"k":PEN 2:LOCATE 18,9:PRINT"allllb":PEN 1:LOCATE Y,M
:PRINT"k":SOUND 1,M*10,3
500 NEXT M
510 IF Y<19 OR Y>22 THEN GOTO 550
520 FOR A=400 TO 100 STEP -4:SOUND 2,A,2:INK 3,1+INT(RND*26):NEXT A
530 P=P+15:GOSUB 700
540 GOTO 410
550 FOR A=100 TO 2000 STEP 10:SOUND 2,A,2,10,0,0,31
560 INK 2,1+INT(RND*26):NEXT A
570 FA=FA+1:GOSUB 700
580 GOTO 410
590 INK 0,0:BORDER 0:INK 1,26:INK 2,8:INK 3,18
600 PAPER 0:PEN 1:MODE 1
610 PEN 2:RESTORE 650:FOR A=1 TO 9:READ A$:LOCATE 17,A:PRINT A$:NEXT A
620 PRINT CHR$(22);CHR$(1):PEN 1
630 LOCATE 17,1:PRINT"  dlle":LOCATE 17,2:PRINT"  allb":LOCATE 17,7:PRINT"   ff"
:LOCATE 17,5:PRINT"   gh"
640 PEN 3:LOCATE 17,4:PRINT"  c  c"
650 DATA " "," dllle","dllllle","lllllll","alllllb"," lllll"," l   l"," l
  l"," alllb"
660 PRINT CHR$(22);CHR$(0)
670 PEN 1:LOCATE 5,3:PRINT"PUNTOS:":LOCATE 30,3:PRINT"FALLOS:"
680 GOSUB 700
690 RETURN
700 PRINT CHR$(22);CHR$(0):PEN 3:LOCATE 6,5:PRINT P:LOCATE 31,5:PRINT FA:PEN 1
710 IF FA>4 THEN GOTO 850
720 RETURN
730 SYMBOL AFTER 97
740 SYMBOL 97,255,255,255,255,127,127,63,15
750 SYMBOL 98,255,255,255,255,254,254,252,240
760 SYMBOL 99,60,126,255,231,195,231,126,60
770 SYMBOL 100,15,63,127,127,255,255,255,255
780 SYMBOL 101,240,252,254,254,255,255,255,255
790 SYMBOL 102,127,125,125,125,125,99,62,0
800 SYMBOL 103,0,15,25,55,47,41,17,11
810 SYMBOL 104,0,240,152,236,244,148,136,208
820 SYMBOL 107,60,102,223,191,191,255,94,60
830 SYMBOL 108,255,255,255,255,255,255,255,255
840 RETURN
850 REM *** GAME OVER ***
860 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
870 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
880 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
890 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
900 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
910 FOR A=1 TO 50:A$=INKEY$:NEXT A
920 PEN 1
930 IF INKEY(60)=0 THEN RUN 250
940 IF INKEY(46)=0 THEN CALL 0
950 GOTO 930
```



690 Ptas.

SOFTWARE

HUNGRY HARRY

CURSO DE
BASIC + MICROORDENADORES

prácticas con...

Microordenador
ZX SPECTRUM

Microordenador
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Microordenadores
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